

THE EYE SHIELD



Issue 42

November 2006

CONTENTS

[Message From Me.](#)

[Remember This?](#): The Stained Glass Window Chamber.

[Adventure Time](#): Cameron attempts to master level two.

[Trade in the Old for the New](#): Chapter Five.

[Puzzle Page 1](#): Talking to Treguard I.

[Classic Quest](#): Kelly, Emma, Sarah and Tammy.

[Nightmare Top Five](#): Killer Characters.

[Remember Her?](#): Mellisandre.

[Nightmare Locations](#): Hedingham Castle, Essex.

[Mind Games II](#): By Ian Down.

[Puzzle Page 2](#): Talking to Treguard II.

[The Big Issue](#): Gundrada, Gwendoline, Romahna & Stiletta.

[Poetry Corner](#): James.

[Puzzle Answers](#).

The Eye Shield Issue 42 is copyright Jake Collins 2006.

MESSAGE FROM ME

Welcome to issue 42 of The Eye Shield. There are several treats in store for you this issue, you lucky lot, including the first three of my Nightmare photos from my recent visit to Hedingham Castle in *Nightmare Locations*, and the beginning of my sister Rosey's valiant attempt to revive *The Big Issue* - let her know what you think of it! In addition to these two tempting treats, Ian Down's fun little tale - *Mind Games* - concludes in this issue; I hope you enjoy its amusing ending as much as I did.

I was on holiday during the week in September when the previous issue of TES found its way onto the website. When I returned home, I was thrilled to discover no less than five e-mails that had been sent in response to my latest plea for feedback. A big thank-you goes out to all of you who e-mailed me - your views, reviews and anecdotes are all featured below. I was tempted to hold some of them back for the next issue, but I'm now hopeful that I'll have a fresh batch by the New Year, so get writing, readers, and surprise me pleasantly once again!

One of the e-mails I received was from my old buddy Richard Temple, whose gripping tale of treachery and market forces - *Trade in the Old for the New* - continues in this issue after a short hiatus. Thanks again for continuing the story, Richard. I must admit, I'm very keen to find out how it ends for poor old Honesty Bartram and Julius Scaramonger, but Richard is a cruel man, readers, and he's not going to let us know until January! Still, you should find that this issue of TES does not disappoint, so get reading!

Ross Thompson was one of the many people who dropped me a line after reading issue 41:

Hi Jake,
I like your Eye Shield magazine a lot! Keep up the good work.

Ross, I like hearing from people who like TES a lot! Thanks for reading, and for writing.

Here is some more from Guernsey's Ian Down. Thanks again for getting in touch, Ian.

Using adult actors (sometimes rather attractive ones) may have partly been the key to

Knightmare's success. Tragically, in terms of more series with the original cast, it wasn't to be. However, I feel that if we keep shouting loudly in such a multi-channel culture, it has to come back in some format. The Nightmare community would, of course, decry any new version of the show, citing petty reasons (either technical or personnel-wise) and through our own individual preferences. But I feel that even a show only half as good as the original would blow away anything on TV as of today. If you could only wheel out Hugo Myatt and one or two others, the continuity would hardly miss a beat, and I bet they could better the original graphics almost without trying these days.

Ah, Ian, if only it could be so... Speaking of a children's television show even half as good as Nightmare, by the way, you might want to consider the following e-mail...

Here is something from my old friend Liam Callaghan, who decided to watch one of my favourite current TV shows after reading about it in TES!

A few months ago, I read an article by yourself on the state of contemporary TV, and you were quite well disposed towards *Raven*, describing it as something like *the closest equivalent to Nightmare in this day and age*. When I was glancing at my TV guide the other week, I happened to notice it was being repeated on BBC1, so I watched it, and, considering the state of most kids' programmes today, I wasn't holding my breath. However, I was pleasantly surprised - indeed, quite impressed - by the end of it, and I reckon it's probably the best thing on TV as far as kids' shows are concerned right now. The Nightmare influence is obvious - not just in the bearing of presenter James McKenzie, but also in the "epic" feel of the adventure; they stick with the same group of kids for five episodes, gradually eliminating the weaker ones, in a comparable way to sticking with the same team in Nightmare for anything from one to four episodes. As for the challenges, they cover quite a broad spectrum, with both mental and physical challenges to be overcome. There are relatively straightforward challenges like *Snake Pit* (using wooden platforms to keep off the ground) and *Tower Build* (using large blocks to build a tower to reach the gold rings above), as well as very difficult challenges, like *Dragon's Blood* and *Thrall Demons* in the Wizard's Tower. I would say the hardest to complete is *Demon Causeway* (most comparable to Combat Chess from Nightmare's second series). Probably my favourite challenge from this series, however, is *Riddle Bridge*. Overall, I was impressed. When the next series reaches BBC1 (for I am not yet digital), I shall keep an eye out - kids' TV is perhaps on the ascendance again!

I hope so, Liam. I was very interested in your views on Raven, and so I've decided to share them with the other readers. You mention Demon Causeway in your e-mail, which is a challenge I absolutely loathe! My sister and I agree that there should either be a larger board, or only one demon on the causeway, because only one warrior can possibly get through as it is! I think it's like a really poorly thought-out version of The Dark Knight from Incredible Games - who remembers that? My two favourite Raven challenges are Demon Square (which is exactly like the Door Monsters with its true or false questions) and Dark Path. All those of you with access to the CBBC Channel, take note - the fifth series of Raven starts this month!

The following e-mail is from James Barella.

As a 25-year-old, I fondly remember Nightmare and wish for its return to our TV screens in the near future. I was excited to see the development of a new format of Nightmare, and thought that a TV director would surely snap it up! Obviously they are happy to saturate today's TV with poor quality shows, which do little more than fill in the schedule.

Amen to that, James! I've said it before and I'll say it again, I think the return of Nightmare is definitely a pipe dream now, but still, it's good to dream... thanks again for getting in touch.

Our final e-mail this issue comes from Jim Waterman.

The *Classic Quest* in the last issue of The Eye Shield was one I've been waiting for. In the first few days of my university career, myself and three others were getting to know each other over a few cans of beer. For whatever reason, and I have no idea why, I mentioned Nightmare. "*I was on that once!*" said one of the others. "*I won it, as well!*" This was, of course, Ben Lowings, whose victorious quest you've just featured! I'm looking forward to the Hedingham Castle feature as well – I've been there a few times as a nipper, as I used to live not so far away from it. I never knew it was in Nightmare, though - what was it used for, or do I have to wait two months for the answer?

Your long wait is finally over, Jim – at last you can see my pictures of Hedingham Castle, which I took whilst on holiday in September. As you will see, it features quite prominently in your mate Ben's winning quest! By the way, Hedingham Castle is a hard place to get in to, because it is privately owned (by the direct descendent of William the Conqueror's half-sister, no less) – you can only visit on Sundays (and some weekdays over the summer) between ten in the morning and five in the evening, during April to September inclusive, so I just caught it in time! I hope my photos will be worth the wait! Thanks again for writing.

REMEMBER THIS?

Series 2/3. Level 3.

THE STAINED GLASS WINDOW CHAMBER

This room has become infamous amongst Knightmare fans because of the pivotal point in the third level which it clearly represented. The chamber was dominated by a huge stained glass window (hence its name) in front of which were four paths leading off into the deepest depths of the third level. It was not difficult for the watchers at home to realise that the team's choice of path would either make or break their quest, which would, by now, be very much in its closing stages. Choose the right path and victory would be just around the corner. An incorrect choice, however, and the quest would be brought to a tragic end on the very brink of victory.

Two teams were faced with this chamber in each of its two series. In series 2, both dungeoneers survived and went on to win. In series 3, neither dungeoneer made it past this room. Mark was the first dungeoneer to encounter the Stained Glass Window Chamber. The team cast a spell called SUN, which had been given to them by the Gargoyle, to find the right path. Later in the series, Julian's team used a similar spell from Merlin called DARK, which plunged the room into darkness and revealed the symbol of the Talisman on the one of the paths. In both cases, the correct path was the second from the right. Although both Mark and Julian passed through this chamber with no problems whatsoever, these were still tense and exciting moments, deep in level three and obviously very close to victory.

It is due to series 3, however, that the Stained Glass Window Chamber gained such notoriety, as it marked the end of two very long and very impressive quests, and the only two in series 3 which got anywhere near the finish line. Leo first encountered the chamber quite early in the series, and his advisors were forced to choose one of the four paths, just like Mark's and Julian's before them. However, because of their failure to answer a riddle set by the Gargoyle, Leo's team had no way of knowing which path to choose, despite their attempts at sprinkling stardust around the room. They chose the same path as Mark and Julian had used, but this time it did not prove to be the correct choice, as Leo walked straight off a cliff.

Very much later in the series, Martin found himself in the Stained Glass Window Chamber. This time, however, the choice of paths was not very difficult at all, for there was a piece of the Chalice waiting for him on the second path from the left. However, Martin still died in this chamber as (in one of Knightmare's most famous death scenes) the stained glass window disappeared to reveal a huge image of Morghanna, who promptly put an end to Martin's quest. Dragon magic had been required in order to defeat her, but the team had failed to gain any.

Both Leo's and Martin's fates were cruel and full of tension, and this tension came to a head (in both cases) in the Stained Glass Window Chamber. Even though earlier mistakes were ultimately responsible for both deaths (Leo's failure to answer the Gargoyle's riddle, and Martin's to answer Owen's) the dramatic final scenes took place in the imposing and impressive surroundings of the Stained Glass Window Chamber, and it is for this that the room will always be remembered.

Difficulty: 4 As long as the correct information was known, no problem!

Killer Instinct: 8 The final frontier of series 3.

Gore Factor: 9 Both deaths were fairly spectacular.

Fairness: 7 Well, level three *should* be tough!

ADVENTURE TIME

In this age of heroes, the score is Dungeon 11, Humans 5. Today, we join dungeoneer Cameron at the start of level two.

Cameron is standing in a blue cave, where Motley is balancing on a wooden platform in a heroic pose. When he sees the dungeoneer, the jester springs into action.

"Ay oop, Helmet Head," Motley says jovially, as he leaps onto the floor just in front of Cameron. "Looks like you're in over your head - that is, you're in level two, but you don't stand much chance of keeping the aforementioned vital body part for too long. I can help, though, if you give me the benefit of your wits, such as they are. What's your name?"

"Cameron," the dungeoneer obliges him.

"Okay, Cameron, here's the deal," Motley explains. "You provide me with a fresh joke for my act - well, what's left of it - and I'll provide you with the information you need to survive in level two. Bargain?"

The advisors tell the dungeoneer to agree to this proposal. Cameron has plenty of jokes in his repertoire (unlike Motley) and gives voice to one.

"What's the difference between a deciduous tree in the winter and a steam engine in the morning?" Cameron asks.

"I don't know," Motley obliges him.

"One sheds its leaves," Cameron elaborates, "and the other leaves its shed!"

"Yes, very good," Motley approves, as he smiles slightly to himself. "Reminds me of something I heard from one of you lot about seventeen years ago. Okay then, a deal's a deal; listen carefully, now. A choice awaits you on this level, and you must avoid danger as you make it. The third step is the hiccup."

With that, Motley leaps back onto the wooden platform and resumes his statuesque pose. The advisors direct Cameron out of the room, into the familiar surroundings of Merlin's throne room. Cameron teeters at the edge of the deep pit, opposite the wooden throne.

"Come on, team, you don't need me to tell you what to do here, I'm sure!" Treguard exclaims. "You have all the information you need to take the right steps across the pit."

Cameron sniffs loudly, coughs hoarsely, and then imitates a hiccup rather expertly in order to create a safe path. When he steps on the magic symbol, Merlin crashes into the picture.

"Dear, dear, you don't sound at all well," he chuckles in amusement. "Still, let's see if we can't make you feel a bit better. I seek two truths from

you, Cameron, and here is the first. Is the terrapin a reptile or an amphibian?"

"A reptile," says Cameron.

"Truth accepted," Merlin smiles warmly. "Here is the second. Is the caracal a dog or a cat?"

The team discuss this for some moments. One of the advisors is fairly certain that the caracal looks like a lynx, so Cameron decides to take a chance.

"A cat," he answers.

"Truth accepted," Merlin says again. "Well done, Cameron. As your reward, I gift you with the spell FIRE. It's up to you how and when you use it, of course, but I advise you to consider your choice very carefully. Now, farewell, and good luck."

Merlin disappears in another flash of lightning, and the advisors direct Cameron out of the room. He emerges onto a narrow wooden bridge over an eerily lit vale, where the face of Mogdred hangs menacingly above him.

"Welcome, Cameron," the fiend's voice echoes ominously. "It's a pleasure to meet you at last. I saw your impersonation of me earlier, and I must say it was very good. Seeing as you seem to be so fond of me, how about taking this chance to pledge yourself and your endeavors permanently to me alone?"

"No," Cameron replies firmly.

"No?" Mogdred queries in mock surprise. "Perhaps, then, you did not impersonate me out of respect and admiration, but rather as a way of mocking my power? This does not please me, Cameron. I'll be keeping my eye on you; you can count on that."

Mogdred's image melts away to peals of echoing laughter.

"Don't let him faze you, team, for you have the weapons you need to survive this level," Treguard encourages them. "I just hope you'll have the sense to use them properly. Hurry on now."

Cameron is directed across the bridge and through the door. He emerges into a room where two blocks of ice are sitting in the middle of the floor, each with a large gemstone inside it. There is a red stone on the left and a green stone on the right. The team work out that this is the choice of which both Motley and Merlin have spoken. After several minutes' discussion, they opt to release the red gem. Cameron is directed to stand in front of it.

"Spellcasting:" declares the spellcaster. "F-I-R-E!"

The firestone is released at once, and Cameron picks it up.

"Well, you've made your choice now, team," Treguard remarks nonchalantly. "Don't wait on."

The advisors direct Cameron out. In the next chamber there is a large wooden table, on which Elita is sitting in a sulky pose.

"Oi, face-ache!" she scowls. "Get lost, will you? I'm busy."

The advisors fail to understand exactly what Elita is busy doing, but they realise that they must win her favour if they are to get any help out of her. In the absence of anything else to try, they instruct Cameron to offer the firestone to Elita.

"What would I want with that, then?" the elf maid sneers.

"I don't know," Cameron shrugs. "Can't you give it to Smirkenorff?"

"Oh, Smirky hardly speaks to me nowadays," Elita tells him. "Besides, he prefers dragon mints - firestones tend to give him bad gas. Now, if you'd offered me a lovely green arken stone then I would have been only too pleased to give you a hand, but I'm afraid I'm just not interested in that firestone today."

Elita returns to her thoughts. The advisors direct Cameron out without much enthusiasm. He finds himself in the Great Corridor of the Catacombs, where all four doors are locked with large golden keyholes.

"Oh dear, team," Treguard chuckles, "you appear to have reached a dead end."

There is a flash of lightning and Mogdred is standing in the centre of the corridor. He smiles and laughs evilly at Cameron.

"Well, well, your amusing impressions aren't going to get you out of this one!" Mogdred declares. "You've been sailing a friendly course so far, Cameron, but now you're well and truly in the drink!"

Mogdred raises his arms in a gesture of power, just as the screen goes black and the Dungeon bell sounds once again.

"Well, team, Motley did warn you to make your choice carefully, but you obviously didn't listen to him," Treguard tells the advisors reprovingly. "Even Merlin and I tried to encourage you to remember Motley's words, but I'm afraid you failed to do so. You were warned to avoid danger, which means you should have left the red stone where it was. Spellcasting: D-I-S-M-I-S-S."

The Dungeon now leads 12-5, but who shall be next to pick up the gauntlet? Find out in the next exciting chapter of Adventure Time.

TRADE IN THE OLD FOR THE NEW

By Richard Temple

As both the Atlantian and Skarkill and his company headed for the Forest of Dunn in different directions, Lord Fear started trying to contact Honesty Bartram. However, he was having some technical difficulties.

"Bartram... Bartram! Honesty Bartram, talk to me, you snivelling, grotty peddler!" Lord Fear raged.

Meanwhile, in Wolfenden Market, Hordriss's daughter, Sidriss, was out shopping, with the unwilling help of Elita, the cavern elf.

"Erm, now, what did Father want me to get?" Sidriss pondered. "Was it three bottles of toad juice and one jar of sulphur, or three jars of sulphur and one bottle of toad juice?"

Elita rolled her eyes and was about to let fly with some sarcastic barb, but managed to restrain herself by reminding herself that it was just such an act that had caused Hordriss to place the spell on her that compelled her to help Sidriss for a day, whether she wanted to or not.

"Try thinking... I know it's hard for you, but try," the cavern elf seethed under her breath.

The two made their way across the market square, and came across Honesty Bartram flogging his wares to a gathered crowd. Sidriss and Elita joined in to see what the peddler had to offer.

"Roll up, ladies and gentlemen, roll up and view some of the finest quality stock on offer in Wolfenden today!" Honesty Bartram cried loudly. "Here, for example, is a one hundred per cent guaranteed - guaranteed, I mark you - stormgeist repellent!"

He held up an object that looked like he may have simply cobbled it together himself. It was some sort of wooden frame with witch amber hanging from it. Elita took one look at this object and rolled her eyes.

"Bartram, that's not going to repel a stormgeist!" Elita declared. "It's more likely to attract angry fireball-throwing witches wanting to get back

their stolen amber!"

Bartram shot the elf maiden a dirty look, and said in his usual slimily charming way, "I do hope, Miss Elita, you're not suggesting that I half-inched this amber from one of those charming Grey Sisters?"

Before this conversation could go any further, Bartram became aware of a low buzzing from within his robes. He sighed, and reluctantly put down the supposed stormgeist repellent. He apologised to the crowd, saying that he had some business elsewhere, and made a hasty exit down an alleyway. Sidriss and Elita watched him go.

"He's up to something... I think," said Sidriss.

"Of course he is, pea brain!" Elita snapped. "He's the Opposition's pet trader; his master's probably just given a tug on the lead and now Bartram's gone scampering to him like some sort of poodle!"

"Then Lord Fear could be up to something!" Sidriss realised. "Let's go and see if we can find out what."

Before Elita could protest, Sidriss had grabbed her hand and set off after Bartram, who was now standing in the shadows of a doorway in the alley, receiving his instructions from Lord Fear.

"Right you are, squire! I just go to the edge of the Forest of Dunn and the Goblin Master will meet me there, and if he's not there I'm to wait for him," Bartram grinned, as he repeated his instructions back to Lord Fear, thinking that this sounded a simple way to get back into his master's good books.

"Correct, Bartram. A simple task, which even you couldn't muck up! Well, don't just stand there grinning. GET MOVING!" Lord Fear bellowed.

"Oh, right you are, your Lordship."

Bartram deactivated the spyglass and set off for the Forest of Dunn, unaware that not just the Goblin Master was waiting for him, but also a blast from the past! Bartram was even more unaware of the two figures who were following him rather haphazardly, and all three parties were unaware of the danger into which they were now walking, and of the

monstrous assassin that had concealed itself along the path that ran through the Forest of Dunn.

Well, readers, things are certainly building up to an exciting conclusion, particularly with Sidriss and Elita thrown into the mix. If your curiosity, like mine, is in need of satisfaction, come back next time for the sixth (and definitely final this time) chapter of Richard's gripping story.

PUZZLE PAGE ONE

Talking to Treguard I

Although most of Treguard's interaction with other characters takes place in the first three series, there are occasions later on in the programme when the Dungeon Master deigns to converse with some of the Dungeon's denizens. Which character is addressing Treguard in each quote below? Name the series, episode and dungeoneer too if you can.

- 1.) "If you send your charges this deep then you cannot expect my mercy."
- 2.) "Listen to my voice and listen hard, for my power grows weaker as it approaches!"
- 3.) "Ah, this techno-magic, what did I tell you? You use this, you are as bad as him, huh?"
- 4.) "Silence, warder!"
- 5.) "Treguard! If you are still there, you may come and tell your young friend how to handle magic. Just this once, mind!"
- 6.) "How stupid you are, Treguard! Winning isn't about playing fair - it's about winning!"
- 7.) "There's someone at the doorstep; a young maid. Are you going to, er...?"
- 8.) "You're a fine one to lecture about spying. After all, *someone* keeps conveniently leaving spyglasses lying around, don't they?"
- 9.) "Treguard! Can't we run on some sort of sensible schedule, like say... one adventure every fifty years?"
- 10.) "Oh! Master's all wisdom as usual."

CLASSIC QUEST

Series 3

Quest: The Shield.

Dungeoneer: Kelly I.

Advisors: Emma, Sarah and Tammy.

Home town: Sea Palling, Norfolk.

Team score: 3 out of 10.

This was a short quest which was doomed from very early on, yet its valiant participants were cruelly cheated out of a way to level two.

Level One: After rolling the die, escaping from a bomb explosion, rushing past Khar the Cobra and completing the challenge of the Lion's Head and the Broken Path, Kelly finally reaches the clue room. Golgarach sets three seemingly easy but very confusing questions, of which the team answer two correctly. Kelly is instructed to pick up a rose and a bar of gold from the table, leaving behind a red wax crayon. After dodging some goblins in the Corridor of the Catacombs and sneaking past a giant spider on a rocky ledge, Kelly reaches the Dungeon Valley. The advisors guide her well down the winding path, and the pursuing goblins are left far behind. Velda is waiting for Kelly in the Vale of Vanburn. The elf maiden asks to see a token to prove that Kelly is on the path of truth, and is duly satisfied with the rose: *"No one would carry this instead of a weapon if their feet were on the dark path."* - **Velda**.

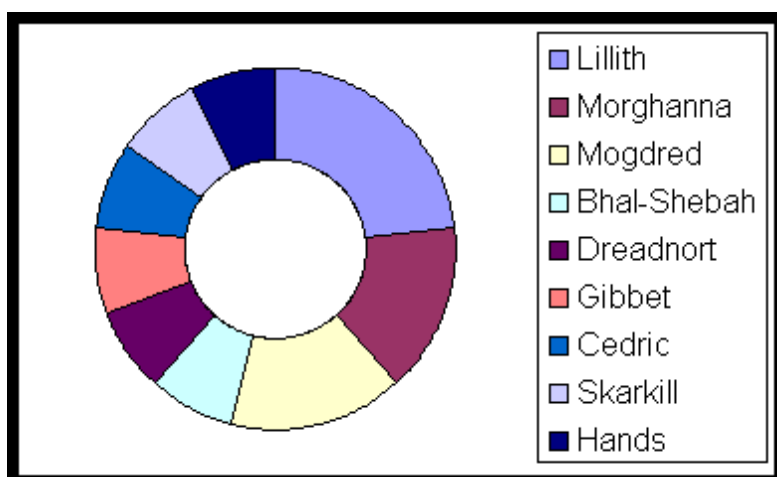
In return for the rose, Velda awards Kelly the spell TRANSFORM. The next chamber contains four barred doors, as well as Mrs. Grimwold and Festus. The old witch is about to feed Kelly to her savage pet, but the TRANSFORM spell turns the dungeoneer into an armoured warrior. Mrs. Grimwold runs away in terror, and then Kelly is able to force her way past one of the portcullises. She arrives in the wellway room, back in her true form. Unfortunately, the well is nowhere to be seen. There is a small table with a sheet of paper on it, but without the crayon there is no way to create a well. Mr. Grimwold, the loathsome ogre, arrives in the chamber, and promptly brings a premature end to Kelly's adventure.

Summary: Okay, so they weren't that good, but I think they deserved to get to level two at least. However, confusing riddles and a very obscurely hidden wellway conspired to stop them from doing so.

KNIGHTMARE TOP FIVE

This is a list of the top five (well okay, nine) killer Knightmare characters ever to bump off dungeoneers.

Position	Character	Series Range	Victims
1.	Lillith	1 - 2	3
=2.	Morghanna	3	2
=2.	Mogdred	2 - 4	2
=4.	Bhal-Shebah	8	1
=4.	Dreadnort	6	1
=4.	Gibbet	1	1
=4.	Cedric	1 - 2	1
=4.	Skarkill	5 - 6	1
=4.	Sylvester Hands	5 - 8	1



REMEMBER HER?

Series 3/4. Level 1/2.

MELLISANDRE

After the huge character and actor cull at the end of series 2, there were many (too many, some might say) new characters introduced into series 3 as direct replacements for characters from series 2. One such replacement was Zoe Loftin as Mellisandre, taking over the role of Dungeon maid from Gretel. Mellie was very much like Gretel in some ways, with her white flowing gown, cheery yet slightly ditzy disposition, and virginal(?) beauty. However, Mellie did seem to be a lot more practical and clued-in about life in general than Gretel had been, which is why I've always preferred her as a character.

Because Mellisandre's two series have perhaps the most differences of any two consecutive series of Nightmare, her role in each one was slightly different. In series 3, Mellie spent much of her time handing out clues about correct pathways, doors and steps, as well as falling down trapdoors. In series 4, she was seen working as a barmaid at the Crazy Heifer inn, hanging around the woodland and ruined castles, and (surprise, surprise) getting trapped in and rescued from the stocks.

One thing that transcended both series, however, was Mellie's partnership with Motley. The two of them have several joint scenes together, in which they can be seen bickering, teasing each other and cavorting together in a playful manner. Any viewer with an ounce of acumen could tell that Motley and Mellie were involved in some kind of close relationship, although Motley's fickle heart soon forgot Mellie after she left, honing in on many of the Dungeon's later female characters.

Perhaps Mellie's most significant role in a quest came during the middle of series 3, when she acted as a quest object for dungeoneer Ross, whose task it was to free her, very much like Mark's experiences with Gretel the previous year. This time, however, we actually got to see Mellisandre disappearing into the Dungeon depths (through a trapdoor) and we were treated to her plaintive cries wafting up through pits and holes in the floor throughout the quest. As it turned out, Ross failed to succeed in freeing the maid, but she obviously had little trouble in escaping under her own steam, as she was seen back in level one with dungeoneer Douglas two episodes later.

I've always quite liked Mellisandre, particularly as part of a double act with Motley, but she will never really be remembered as a classic character because she wasn't in the programme for very long, and she never really took part in any very memorable scenes. Perhaps bridging the yawning gap between series 3 and 4 is partly to blame for this. However, Mellisandre has now had her fifteen minutes of fame, and it's only taken me five and a half years to get round to writing it!

Fear Factor: 1 Known to get a bit shirty, especially with Motley.

Killer Instinct: 0 100% dungeoneer-friendly.

Humour Rating: 6 Usually displayed a sunny disposition.

Oscar Standard: 7 Easily watchable; easily forgettable.

KNIGHTMARE LOCATIONS

Hedingham Castle, Halstead, Essex

Hedingham Castle. Vital Statistics:

Location: Castle Hedingham, near Halstead, Essex.

Century of Origin: 11th.

Also Known As: The Last Dungeon in Level Two.

Series featured in: 5 and 7.

These pictures were taken by me, Jake Collins, in September 2006. They were scanned by Rosey Collins in October 2006.

Hedingham Castle Keep: *"Possibly the last Dungeon in level two, team, but Ben's going to have to cross a lot of open ground to get there."* - **Treguard.**



Below is the Great Banqueting Hall at Hedingham Castle, which is supported by the largest Norman arch in Europe. This room featured many times in series 5, often with Hordriss on the scene, once with Brother Mace and his chess set, and once with Motley trapped in a giant playing card. This room also appeared once in series 7, with Simon and his level two spyglass. As you can see, the large door is actually a large fireplace.



Here is a very familiar corridor, down which Catherine walked towards the end of the first episode of series 5. It is part of the Minstrels' Gallery above the Great Banqueting Hall.



Next Issue: More from Hedingham Castle.

MIND GAMES II

By Ian Down

Alex was standing in a very small room with dark, wet, stony walls and ominous echoing sounds.

"You're in a small cave or something." Karen paused for a moment, unsure what they were meant to do. Suddenly, Malice appeared as an enormous disembodied head in the centre of the room, her mocking sneer now even harsher than before.

"Now you have pledged yourself to me, little dungeoneer, you may undertake a task for me. I require an artefact, not one of any great value, but useful to me all the same. Will you collect it for me? Or would you rather perish in this miserable place?" Malice smiled to herself, guessing the probable response.

"What shall we do?" Alex enquired, meekly.

"We'll have to do it," interjected Rachel. "We only have one magic item, and it's no good here..."

"Say yes, Alex, we have no choice," Karen advised, already becoming agitated.

"Yes, I will do it!" Alex shouted, to the clear amusement of Malice.

"Good... it is a necklace I desire, and you can find it on this level. You will know it is meant for me because of its outstanding beauty, second only to my own," she said, posing with vanity. "Bring it to me and I may allow you to pass through this level unharmed. Of course, I may change my mind and dispatch you without warning. Call it a woman's prerogative." She laughed again and then disappeared as quickly as she had arrived.

"Okay, Alex, go forward... sidestep right... forward..." Kevin guided him through the opening in the wall.

"Right, you're in what looks like a cellar, there are barrels and cobwebs and to your right there are stairs going up." Rachel had omitted to mention that the barrel on the left-hand side of the room had items upon it.

"Go left Alex, can you see the table... barrel, whatever?" Karen waited for him to reach and touch the top of the barrel. "What's on it, Alex?"

"There's some bread," he paused to put it in the knapsack, "the necklace, a box with *Fire* written on it, and some silver."

"Take the necklace, Alex," the advisors shouted almost in unison, "and the *Fire* box."

He took the objects and they guided him up the stairs. Malice was waiting in the next room, which was bright and intimidating with a high ceiling and large windows. Malice was sitting on a large throne, admiring herself in a jewel-encrusted mirror.

"Ah, my little dungeoneer, do come closer to me so that I may gaze upon your pitiful, snivelling excuse for a body. I always enjoy a good laugh."

Rachel guided Alex a few paces forward so that he was standing a few feet in front of the elevated throne.

"Now, hand over my necklace!" Malice demanded.

Alex laid the jewellery on the floor at Malice's feet. The team began to bristle with anxiety, setting each other off with ever more twitchy body language.

"Ask her what she'll give us in return," Kevin suggested, becoming over-excited.

"What will you do for us?" Alex demanded impertinently.

Malice began giggling. "Oh dear. You really don't know just how powerful I am, do you, little dungeoneer? You really ought to show a lot more respect. I think perhaps it may be time to put you out of your misery. Prepare to meet your maker!" She raised her hand, looking as if she was about to dispense powerful, destructive magic.

"Open the *Speck* bottle and drink it, quickly!" Rachel shouted in an act of desperation, the whole team by now in a blind, startled panic. Immediately after he had swallowed the potion, Alex shrank down to

about one inch in height.

"Do something, Treguard, he cannot survive, look, he ees pathetic!" Majida's agitation was getting out of control.

"Spellcasting: R-I-B-T-I-C-K-L-E!" Kevin sounded optimistic, but the other advisors looked gravely concerned. Malice was, of course, laughing anyway, but now she became almost hysterical. She continued laughing uncontrollably, trying to say some words, but laughing so hard as to make them indecipherable. Then, gradually, she began to return to normal, the semi-permanent sneer returning to replace the formerly mirthful expression.

"Open the *Fire* box!" Kevin urged.

As Alex opened the box, a tiny, barely visible spark briefly emerged before fading away to nothing. More laughing ensued, Malice this time pointing down at the miserable spectacle at her feet. Her cackling was by now clearly unsettling the team. Eventually, wiping the tears from her eyes, she regained her composure, and stepped down from her chair so that she was standing over the tiny dungeoneer. She stood with her hands on her hips, looking down and shaking her head.

"How utterly pathetic! To take on the most powerful force in the Dungeon, you reduce yourself to a tiny little insect? What are you going to do now? Bite my foot?" Malice's laughter again became almost hysterical; she was clearly enjoying herself. "Well, I suppose it will make a nice change not to have to waste any magic on this miserable specimen."

She stepped forward, towards the cowering figure at her feet. The advisors looked at each other; it seemed that they had tried everything.

"Oh, how rude of me," Malice sneered in patronising tones, clearly building up to something diabolical. "I haven't introduced you, have I?" She gestured with her hand toward Alex. "Tiny, pathetic, snivelling dungeoneer..." she raised her large, black, pointy-toed, stiletto-heeled boot over Alex's head "... please meet... my favourite boots!"

She stamped her foot down with a sickening crunch and proceeded to gleefully twist the diminished Dungeoneer into the ground, all the time laughing. Then, as the laughter began to fade away, a moment of silence.

"She squeesh him! She squeesh him! She terrible woman!" squealed Majida.

"Ooh, Nasty" Treguard cringed. "I think you used the shrinking potion at the wrong moment, team. Oh well, I suppose it was only a *small* mistake. Spellcasting: D-I-S-M-I-S-S."

PUZZLE PAGE TWO

Talking to Treguard II

Although most of Treguard's interaction with other characters takes place in the first three series, there are occasions later on in the programme when the Dungeon Master deigns to converse with some of the Dungeon's denizens. Which character is addressing Treguard in each quote below? Name the series, episode and dungeoneer too if you can.

11.) "Silence, Dungeon Master! One hesitates to boast, but one is quite capable of dealing with such minor blemishes."

12.) "You called, Dungeon Master?"

13.) "By the way, what is rugby?"

14.) "Ah, parting is such sweet sorrow; particularly when you depart empty-handed."

15.) "Ah, Treguard of Dunshelm. You have no right to call upon the elven kin, or allow these young people to do so."

16.) "Oh, you think maybe a girl can't do this?"

17.) "Witless? Me? Surely you jest!"

18.) "Greetings, Treguard. Is this Martin I see before me?"

19.) "Rather, Dungeon Master, it is what we can do for you. Unless it has passed notice, Lord Fear's recent behaviour has exceeded all bounds of acceptable conduct."

20.) "What? Me! Surrender? You must be absolutely out of your tiny mind!"

THE BIG ISSUE

By Rosey Collins

This was the section of TES that used to compare two similar Nightmare characters, culminating in the author's very definite opinion of which of them was better at whatever those characters did, followed by a token, "Of course it's up to you to make up your own mind." With Jake's inspiration for this section apparently dried up, I have decided to rekindle it with a comparison of four - that's right, four! - Nightmare characters. These are the Dungeon equivalent of Charlie's Angels: the feisty warrior maidens Gundrada, Gwendoline, Romahna and Stiletta.

Gundrada: The goofy yet bloodthirsty sword-mistress, played by Samantha Perkins, was only ever encountered on level 2 in series 4, where she met every single dungeoneer in this series, except Jeremy.

Advantages: The most useful thing about Gundrada was undoubtedly her sword. She frequently chased off a few goblins for the dungeoneers, as well as one frightknight (which incidentally had been a Behemoth in series 3). She was also useful to Dickon as a diversion for Ariadne, allowing him to escape her lair, and she helped Simon in a premature encounter with the Corridor of Blades. In my opinion, Gundrada was a likeable character who provided ample opportunity for humour. And, whether you like brash, aggressive and slightly ditzy sword maidens or not, Samantha Perkins certainly played the part convincingly.

Disadvantages: In spite of her evident capability in battle, Gundrada more often than not had to be freed by the dungeoneer from the stocks or the pillory - something that I don't think was a bad idea, but may have been rather overused in series 4. It may be argued that, once she had seen off the goblins, Gundrada had no real contribution to make to quests; all she really did was try to pinch clue objects from the dungeoneers and annoy other characters (the prime example being Hordriss). However, on two occasions she did act as a test of chivalry when trying to persuade dungeoneers to leave other characters (specifically Merlin for Helen and Mellisandre for Vicky) in the stocks.

Gwendoline: Inspired, presumably, by the Robin Hood legend, Gwendoline the Green Warden was in charge of protecting the Greenwood in levels 1 and 2 (whichever it happened to be in that day) in series 5. She patrolled the forest with a bow and arrows and a rather unconvincing blond wig, and

was played by Juliet Henry-Massy.

Advantages: Unlike her predecessor Gundrada, Gwendoline was useful to quests in a greater capacity than just seeing off predators (though she sometimes did this as well); in fact for many dungeoneers, her help was essential for escaping level 1. She would either provide the dungeoneer with a password or, in Kelly's case, a green arrow to present to the Gatemaster as a token. She would decide whether or not to help the dungeoneers in a manner more or less identical to Oakley's in series 4: asking nature-related questions in order to ascertain the dungeoneer's suitability to walk through the Greenwood. Perhaps this went some way to compensating for the lack of spellbound creatures in this series, as the dungeoneer at least had some riddles to answer - a test that seemed to disappear in series 6 and 7. If the dungeoneer gained her trust, Gwendoline was a valuable ally, and getting her to trust you was pips *if* you carried the green arrow on offer at the level 1 clue table; she even let Alex off with only one correct riddle answer because he had the arrow.

Disadvantages: Some dungeoneers were reluctant to pick up the arrow, as it was a weapon; to avoid this problem, they really needed to take notice of Treguard and Pickle's scripted dialogue. Dungeoneer Sarah rejected the arrow in favour of poison (this being one of three weapons with which she was presented); however she was still able to gain Gwendoline's trust. Gwendoline was disinclined to trust anybody straightaway, and was quick to assume that anyone in the Greenwood was there to cause damage, which meant she was potentially dangerous: once she couldn't even tell a helmeted Sylvester Hands from a dungeoneer(!). She would often charge onto the scene with bow and arrow poised, making unpleasant threats to the dungeoneer. All four of the warrior maidens had only one series in which to establish their characters, and my opinion is that Gwendoline was less successful in this than any of the others; all she really did was shout at people, ask a few riddles and give out clues.

Romahna: Following the absence of a warrior maiden in series 6, Romahna the dragon warden filled the role in series 7. Motley's preposterous absence from the series meant that she had no amusing scene in which she had to ward off his advances (as Gundrada, Gwendoline and Stiletta all did), so what did that leave Jacqueline Joyce to do with the character? Well...

Advantages: What I did like about Romahna was the mask that covered half of her face, not because I thought she was a bint, but because I could really imagine the burn scars under there that some dragon gave her (I mean, that must be why she wears it, right?). Like Gundrada and Gwendoline before her, Romahna was sometimes useful for seeing off predators. Her weapon of choice was a crossbow, which rather impressively fired fireballs (because of her affinity with dragons, maybe?). Romahna's friendship and professional working relationship with Smirkenorff, whom it was her job to protect, meant that gaining her trust allowed dungeoneers to get in good with the dragon, who would then fly them out of level 1. However, this I'm afraid brings me to:

Disadvantages: It is my opinion that Romahna's presence in this series detracted from Smirkenorff's character. He is an independent, freethinking dragon; since when does some blonde get to decide who gets a ride and who doesn't? Romahna would "get word to Smirkenorff" when she felt a dungeoneer was deserving of a flight to level 2, or often forbade dungeoneers from approaching him. This is because she was one of those characters who had an odd idea that dungeoneers did not belong in the Dungeon; she seemed to find them intensely irritating. Until they rescued her, that is. She could be pretty hopeless on occasion, allowing herself to be duped, tied up and robbed by Sylvester Hands, and being captured by Raptor even after Julie warned her of the impending threat. I feel that her attitude towards Barry sums Romahna up beautifully: she is unnecessarily hostile towards him at the start of his quest, and then nags him to free her when Sylvester Hands has her in a pillory in level 3.

Stiletta: Knightmare having been there, done that and bought the t-shirt with swords, longbows and crossbows, the warrior thief Stiletta brought yet another new warrior maiden weapon to the Dungeon: knives. Played by Joanne Heywood, she was a loveable character and, in my opinion, a really fun addition to the overall rather lame series 8.

Advantages: Stiletta's only moment of hostility towards a dungeoneer was when she made the Gundrada-esque mistake of taking Nathan for a dwarf and threatened to cut him in half (whilst uncharacteristically wielding a sword). However, she was 100% dungeoneer-friendly (in contrast to Romahna in particular, but also Gwendoline and Gundrada), never abandoning her light-hearted tone of voice even when she believed Richard to be stealing from her. When Daniel warns Stiletta that Sylvester Hands is coming to kidnap her, she manages to see him off

straightaway with a few knives, meaning that she has one up on Romahna in the capability stakes (power to the sisterhood!). Indeed, Lord Fear himself once admitted that she had been stealing from him - quite some feat, no? She had a lot of personality, making her a memorable character, but charismatic isn't all she was: she certainly had her uses. These included selling Daniel a ring that disintegrated skeletrons, and giving out the odd rune-lock combination.

Disadvantages: Series 8 was way too short, meaning that Stiletta had even less time in which to establish her character than her three predecessors did. She did well though, I think, possibly helped by the fact that Joanne Heywood was only playing one character as opposed to the customary two. Perhaps her skimpy costume was something of a distraction to male dungeoneers - at least one has apparently admitted to finding her attractive. She also directed Dunston towards the Short Cut, which I think most of us can agree was an absolute travesty, but of course what the writers gave her to do was not her fault.

And there it is. Jake asked me to keep it short, but (oops!) it seems to have run for about a page longer than his comparison of Pickle and Majida. If you will remember, that article was entirely biased (he had to ask me what advantages Majida had), as is this one: you will probably have realised that Stiletta is my favourite of these four characters, while Romahna is definitely bottom of my list. Between Gundrada and Gwendoline, I think Gundrada has the edge, if only because Samantha Perkins seemed to put in a bit more effort than Juliet Henry-Massy did. But, er, yeah - of course, you have to make up your own mind. (Stiletta rules!)

POETRY CORNER

We delve into the archives of series 3 again this issue, to remind ourselves of one of the all too numerous quests which failed before reaching level two. Stuck in between two impressive level three performances (Leo and Ross) James's quest is all too easy to forget, so now I'm going to remind you about some of its finer details.

James and friends from Ipswich town
Tried to bring the Dungeon down.
Past the purple pool with care,
For magic sword was lurking there.
Three questions, then, Golgarach had,
The team got two, which wasn't bad.
On they went with horn and gold,
To Dungeon Valley, dark and cold.
The armoured knight came to give chase,
And very nearly won the race!
But Velda's crossbow floored the foe,
And to the kitchen James did go.
The gold soon sated Mrs. G,
Earning James his passage free.
But then, oh dear, the pit was deep,
And James was forced to take a leap.
With careless sidestep, narrow ledge,
He quickly tumbled off the edge.

PUZZLE ANSWERS

Talking to Treguard:

- 1.) Mogdred. Episode 306. Leo.
- 2.) Hordriss. 615. Chris IV.
- 3.) Majida. 801. Richard III.
- 4.) Morghanna. 308. Ross.
- 5.) Lillith. 104. Danny.
- 6.) Lord Fear. 516. Kelly II.
- 7.) Pickle. 405. Nicky.
- 8.) Lord Fear. 708. Naila/Ben III crossover.
- 9.) Merlin. 313. Julie I.
- 10.) Folly. 104. Danny.
- 11.) Hordriss. 316. Chris II.
- 12.) Smirkenorff. 810. Oliver.
- 13.) Pickle. 409. Simon III.
- 14.) Lord Fear. 607. Alan/January crossover.
- 15.) Velda. 311. Scott.
- 16.) Majida. 701. Simon IV.
- 17.) Folly. 107. Richard I.
- 18.) Merlin. 314. Martin II.
- 19.) Hordriss. 614. Chris IV.
- 20.) Lord Fear. 810. Oliver.